

Go Team – Escape the Mob



Overview

Program Type: Out & About

Location: Indoors/Outdoors

Approach: Competitive/Collaborate

Time: 1 – 3 hours

Numbers: 8 - Unlimited

Key Outcomes

- Collaborative problem solving
- Thinking outside the box
- Recognising individual strengths
- Team dynamics & bonding

Tag Line: Interactive Fun Escape Game.

Short Description

Teams race to complete a variety of escape room style challenges in this captivating tablet based escape game.

How it works

Escape the Mob begins with a mysterious video telling teams that they are incriminated in the perfect heist. They were in the wrong place at the wrong time. Teams have a limited amount of time to get their story straight and determine the exact time they were at each place on the night of the robbery. If they can't work out who stole the diamonds they will certainly be let off.

Each team has a bag of items from the night that will help them in their Quest. Teams then head out on their amazing race to solve the mystery and Escape the Mob. The Go Team app sends them to checkpoints where they complete a variety of photos, videos, cryptic questions and riddles, which will give them clues to the ultimate solution.

Challenges may draw on the latest Escape Room style quests including ciphers, symbol swapping alpha puzzles, searching for objects in images, riddles, pattern identification, strange smells, mysterious sounds and more!

Teams gain points for correct answers. The winning team is the team with the most points but there is also shared jubilation as the teams must ultimately collaborate to clear their name.

Learning Outcomes

Go Team Escape the Mob is a totally inclusive and highly engaging team bonding activity. With a limited amount of time, a competitive theme and a variety of challenges including photo, video, cryptic questions, ciphers, symbol swapping alpha puzzles, pattern identification, strange smells, mysterious sounds and theatrical performances, teams must combine their different skills and develop creative solutions to solve the mystery. Collaboration comes into play in the final moments to ultimately find the jewels and Escape the Mob!

Timeline

1 00:00-00:03 introduction

Teams watch a short video that tells them about the heist and how they are implicated. They learn that they must create an alibi to clear their names and ultimately Escape the Mob.

2 00:03-00:05 team name & selfie

Teams enter a team name, dress up in 1930s kit and take a team selfie.

3 00:05-00:08 first challenge

Teams are instructed by the Go Team app to complete a word puzzle. Teams enter the answer into the app. They have 10 attempts to get it right!

4 00:08-00:10 heading out

On entering the code accurately, teams are instructed to take their bag of items and select a location. The Go Team app guides them to that location. On arrival, teams complete the challenge and then select another location.

5 00:10-00:50 out & about

Teams complete a series of escape style challenges including quizzes, photo, video, smell, and sound with the help of the kit in their bag. Teams earn points and find out their time and location on the night of the heist and they record this in their pocket book.

6 00:50-00:60 back at base

Back at base there is a countdown running on the projected display. Teams see two posters hanging in the room and a locked box. They soon realise they must collaborate with other teams to complete the alibi, decode the message and finally open the box.